SMACKDOWN VS RAW 2008

FEATURING ECW

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

GETTING STARTED 2

GAME CONTROLS 3

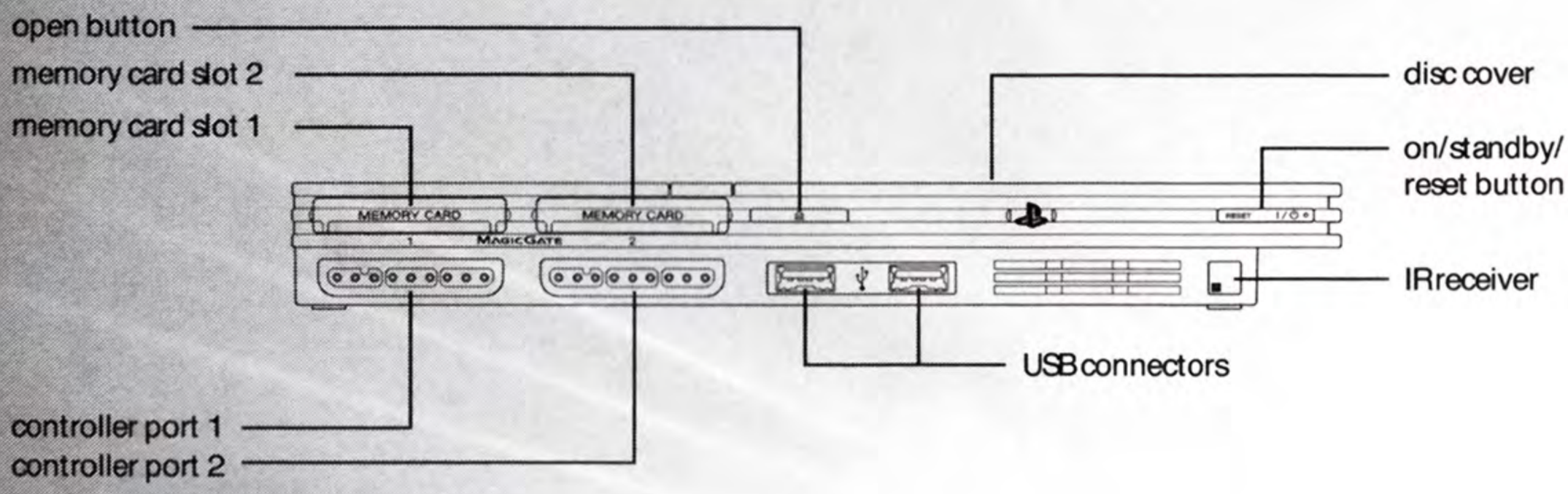
MAIN MENU 7

GAMEPLAY FEATURES 8

- Superstar Fighting Styles 8
- Struggle Submission System 8
- Hall of Fame 9
- ECW Presence 9
- WWE 24/7 Mode 9
- Quick Grapples 10
- Strong Grapples 10
- Ultimate Control Grapples 10
- Escape Attempts 11
- Environmental Grapples 12
- Fighting In The Crowd 13
- Ladder Match Controls 14
- Momentum 15
- Stamina 15

LIMITED WARRANTY 17

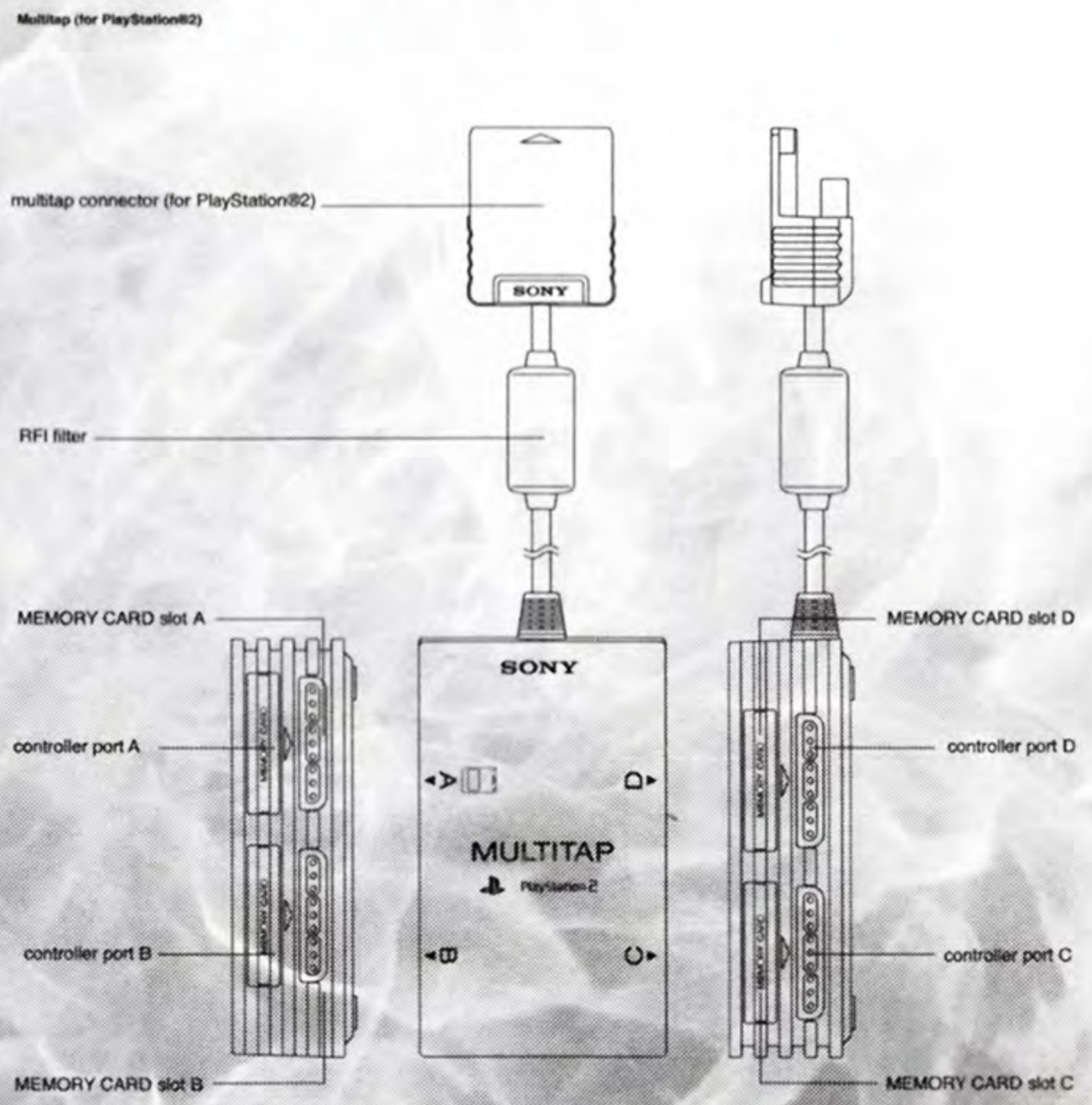
GETTING STARTED



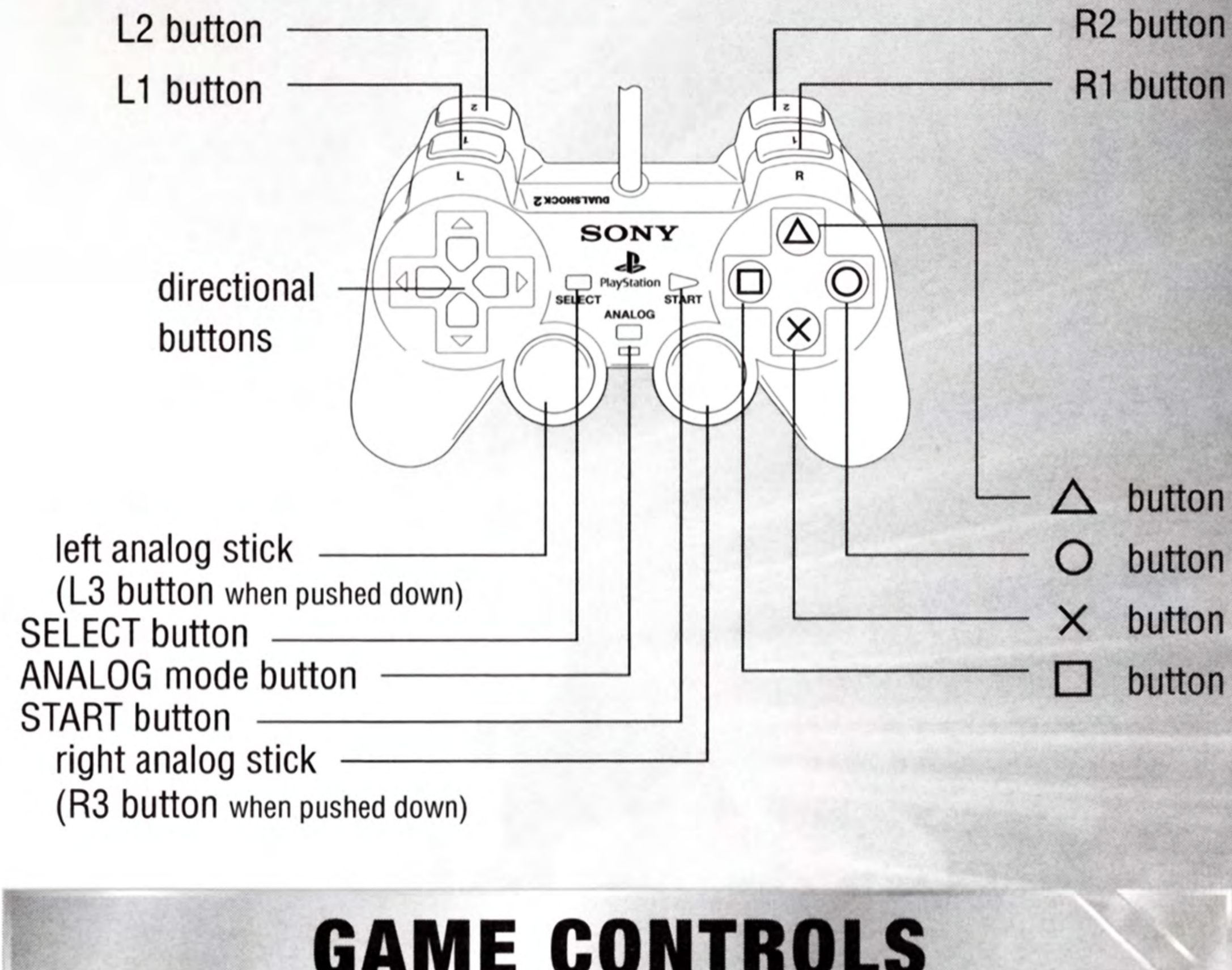
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the ***WWE SmackDown vs. Raw 2008*** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlatStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS

BASIC CONTROLS

Control Superstar	Left analog stick
Strike Attack	▣ button
Quick Grapple	Right analog stick (⬆, ⬇, ⬅, ➡)
Strong Grapple	Hold R1 button + right analog stick ⬆/⬇
Ultimate Control Grapple	Hold R1 button + right analog stick ⬅/➡
Run	Hold L1 button + left analog stick
Counter Strike Attack	L2 button
Counter Grapple Attack	R2 button
Finisher	△ button
Irish Whip	◎ button

Pick up / Drop weapon	⊗ button
Pin Fall	Right analog stick ↓
Taunt	Directional buttons (↑, ↓, →, ←)
Ring In / Ring Out	Move left analog stick toward rope + ⊗ button
Pick up a downed opponent	R3 button
Pause Menu	START button

***NOTE: Control type A uses the left analog stick and is the default control type. Control type B uses the directional buttons.**

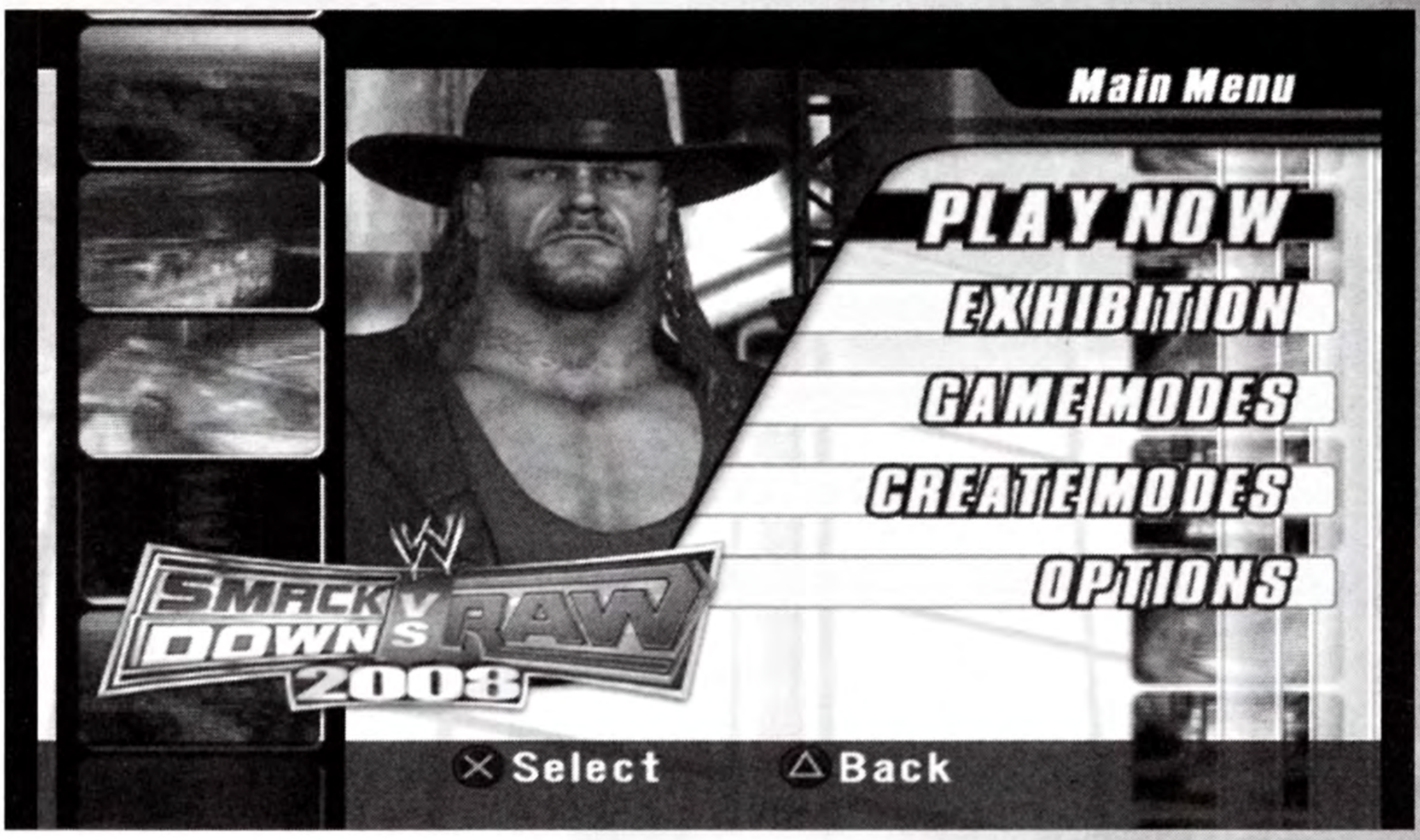
SPECIAL MOVES BY SUPERSTAR TYPE

BRAWLER	CONTROL COMANDS
Ground & Pound	Press ⊗ button near the upper body of a downed opponent
Fists of Fury	Hold R1 button + ▢ button
Wreck Shop	Hold R1 button + △ button (must be in possession of a stored fighting style icon)
DIRTY	**CONTROL COMANDS**
Referee Shield	Approach referee and hold ⊗ button (release ⊗ button to push)
Argue With Referee	△ button (following an opponent's pin kick out)
Ignore Rope Break	Hold right analog stick (during struggle submission hold)
Remove Turnbuckle	Approach turnbuckle and press ⊗ button
Super Dirty Move	Hold R1 button + △ button facing groggy opponent (must be in possession of a stored fighting style icon)
HARDCORE	**CONTROL COMANDS**
Armed & Dangerous	Move right analog stick while holding a weapon
Hardcore Rejuvenation	The Superstar will receive a full momentum meter after being bloodied by an opponent.

Hardcore Resurrection	Hold R1 button + △ button while holding a chair (must be in possession of stored fighting style icon)
HIGH FLYER	**CONTROL COMANDS**
Springboard Attack	Move left analog stick toward ropes + ▣ button
Evasive Roll	Hold L2 or R2 button + Move left analog stick
Turnbuckle leapfrog	Run toward a groggy opponent positioned in the turnbuckle and press the ✕ button
Standing dive attack to Outside	Move left analog stick toward outside opponent and press ▣ button in close proximity to the ropes
Running dive attack to Outside	Run toward opponent outside of the ring and press ▣ button when in close proximity to the ropes
Possum Pin	Hold R1 button + △ button when on the ground (must be in possession of a stored fighting style icon)
POWERHOUSE	**CONTROL COMANDS**
The Irresistible Force	While being pinned press any button
Strong Irish Whip	Hold ◉ button
Rampage Mode	Hold R1 button + △ button (must be in possession of a stored fighting style icon)
SHOWMAN	**CONTROL COMANDS**
Mass Appeal	Directional buttons (↑, ↓, ←, →)
Mass Exposure	Directional buttons (any direction) while situated on a turnbuckle
Steal Taunt	Hold △ button + directional buttons (any direction)
Steal Finishing Move	Hold R1 button + △ button (must be in opponent's correct finishing move situation and have a stored fighting style icon)

TECHNICAL	CONTROL COMANDS
Fake Irish Whip	◉ button + ▣ button (before release)
PIT Maneuver	Run toward opponent + ⊗ button
Standing Dive Attack to Outside	Move left analog stick toward outside opponent and press ▣ button in close proximity to the ropes
Running Dive Attack to Outside	Run toward opponent outside of the ring and press ▣ button when in close proximity to the ropes
Technically Sound	Hold R1 button + △ button (must be in possession of a stored fighting style icon)
SUBMISSION	**CONTROL COMANDS**
Recovery Hold	Wrench opponent during any struggle submission hold
Lock Pick	Move right analog stick in any direction when on the defensive end of a submission (this ability will lose its effect once severe damage has been sustained)
Ultimate Submission	Hold R1 button + △ button during any struggle submission (must be in possession of a stored fighting style icon)

MAIN MENU



After the game loads up, press the START button to bring up the main menu. Use the directional buttons / left analog stick to move up and down through the menu. Press the ⊗ button to make your selection.

Play Now	Play a quick exhibition match
Exhibition Mode	What kind of game do you want to play? Exhibition Mode allows you to participate in any of the game's many exhibition modes – One on One, Two on Two, Triple Threat, Fatal-Four-Way, 6-man, Handicap, and Royal Rumble. Once you select the category of match, you can select from one of the specialty matches like Ladder, TLC, Steel Cage, and much more.
Game Modes	Play through a career with WWE 24/7 Mode, compete against other Superstars in the all-new Tournament Mode, go to the WWEShop to purchase unlockable content or visit Hall of Fame mode to relive the greatest matches in WWE history.

Create Modes	Here you can create a WWE Superstar, create a move-set, create your own entrance, create a stable of Superstars, customize attributes and create a WWE Championship.
Options	Adjust sound settings, match rules, in-game options, advanced options, save your game progress and more. Follow the on-screen directions to adjust all of these options.

GAMEPLAY FEATURES

SUPERSTAR FIGHTING STYLES (NEW FOR 2008)

With eight Superstar Fighting Styles to choose from, playing ***WWE SmackDown vs. Raw 2008*** will never be the same. Each fighting style has its own unique strategy. The styles have exclusive moves, abilities, attributes, and more. Take the fight into your own hands and feel the power of the Superstars.

STRUGGLE SUBMISSION SYSTEM (NEW FOR 2008)

The new Struggle Submission System gives players intuitive and natural control over their WWE Superstars using the right analog stick. Realism and strategy are at the forefront as players can now control the amount of pressure they apply. Once a Struggle Submission has been locked in, simply move and hold the right analog stick in any direction to wrench your opponent. As you wrench your opponent, keep an eye on your Superstar's grip icon located above your Superstar's momentum meter. The grip icon is a visual indicator of your Superstar's current grip on your opponent. As an opponent is wrenched, the icon will gradually change to reflect your Superstar's loosening grip. To restore your grip, return to the neutral position by releasing hold of the right analog stick.

While resting in the neutral position, the defensive opponent can attempt to escape from the hold. Move and hold the right analog stick in any direction to initiate an escape attempt. Defensive opponents suffering from minimal to no limb damage will be able to power out of Struggle Submissions much more quickly than opponents suffering from moderate to severe limb damage.

HALL OF FAME (NEW FOR 2008)

Compete in a number of Direct Challenge Mode matches, reliving some of the greatest matches in WWE history, and accomplish a number of other gameplay related goals on your path to WWE immortality. Can you change history as the underdog, or will events play out just like they did? You're in control.

ECW PRESENCE (NEW FOR 2008)

ECW invades ***WWE SmackDown vs. Raw 2008*** with new Superstars, weapons and announcers, along with new arenas and the introduction of the all-new ECW Extreme Rules Match.

WWE 24/7 MODE (NEW FOR 2008)

Can you handle the intensity and hectic schedule of a WWE Superstar? ***WWE SmackDown vs. Raw 2008*** combines Season and General Manager Modes. You have multiple character development options, stat tracking, and career goals that guide you toward the ultimate achievement of becoming a legend.

After selecting WWE 24/7 Mode you will have the option of playing through the mode as a Superstar or as a General Manager.

Now that you are all set up, you are in the Locker Room. There are four options here in the Locker Room – WWE Magazine, Computer, Cell Phone, and Calendar.

WWE Magazine View the goings on of the WWE, read the storylines as you make them happen in your burgeoning career.

Computer	From the Computer you can review your Superstar's Health, Review your Superstar's Popularity, view the Power 25, view your Progress Report, visit the WWEShop, change the game Options, and Save your current progress.
Cell Phone	The Cell Phone is your main access to what is happening in the WWE. Your Superstar will receive phone calls and text messages from other Superstars, Managers, and even Mr. McMahon himself.
Calendar	See the upcoming events on the WWE schedule. Plan out your career as you make your way to becoming a WWE Legend.

QUICK GRAPPLES

Quick grapples are difficult to reverse, low-damage attacks that are performed free of a grappled state. Simply move the right analog stick up, down, left or right to perform a different quick grapple attack. Each Superstar is equipped with four front and four rear Quick Grapple attacks. Quick Grapples are a great way to work over an opponent during the early minutes of a match. Each Superstar's Quick Grapple move-set can be edited in the Create A Move-Set option.

STRONG GRAPPLES

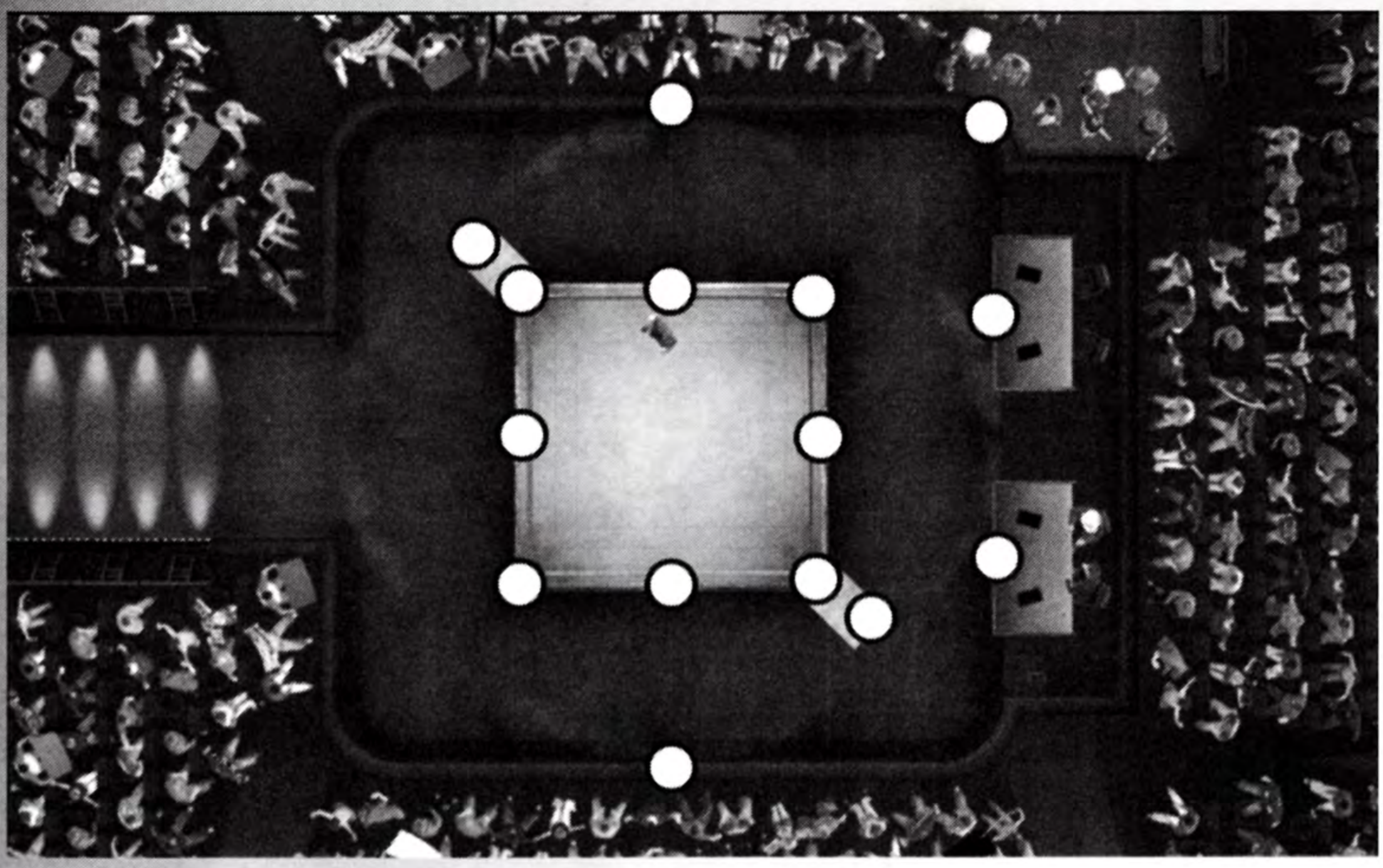
Strong Grapple moves inflict more damage than quick grapples, but are also easier to reverse due to their slow reach movement. Unlike quick grapples, Strong Grapples can only be performed while in a grappled state. To lock your opponent in a grappled state, press and hold the R1 button and move the right analog stick ⬆ or ⬇.

ULTIMATE CONTROL GRAPPLES

Ultimate Control Grapples give you the freedom to decide when and where to lay the smackdown on your opponent. To perform an Ultimate Control Grapple, press and hold the R1 button and move the right analog stick ⬅ or ➡. Follow the instructions along the HUD to perform a wide variety of high impact, bone jarring grapple moves.

(ALL-NEW FOR '08!) ESCAPE ATTEMPTS

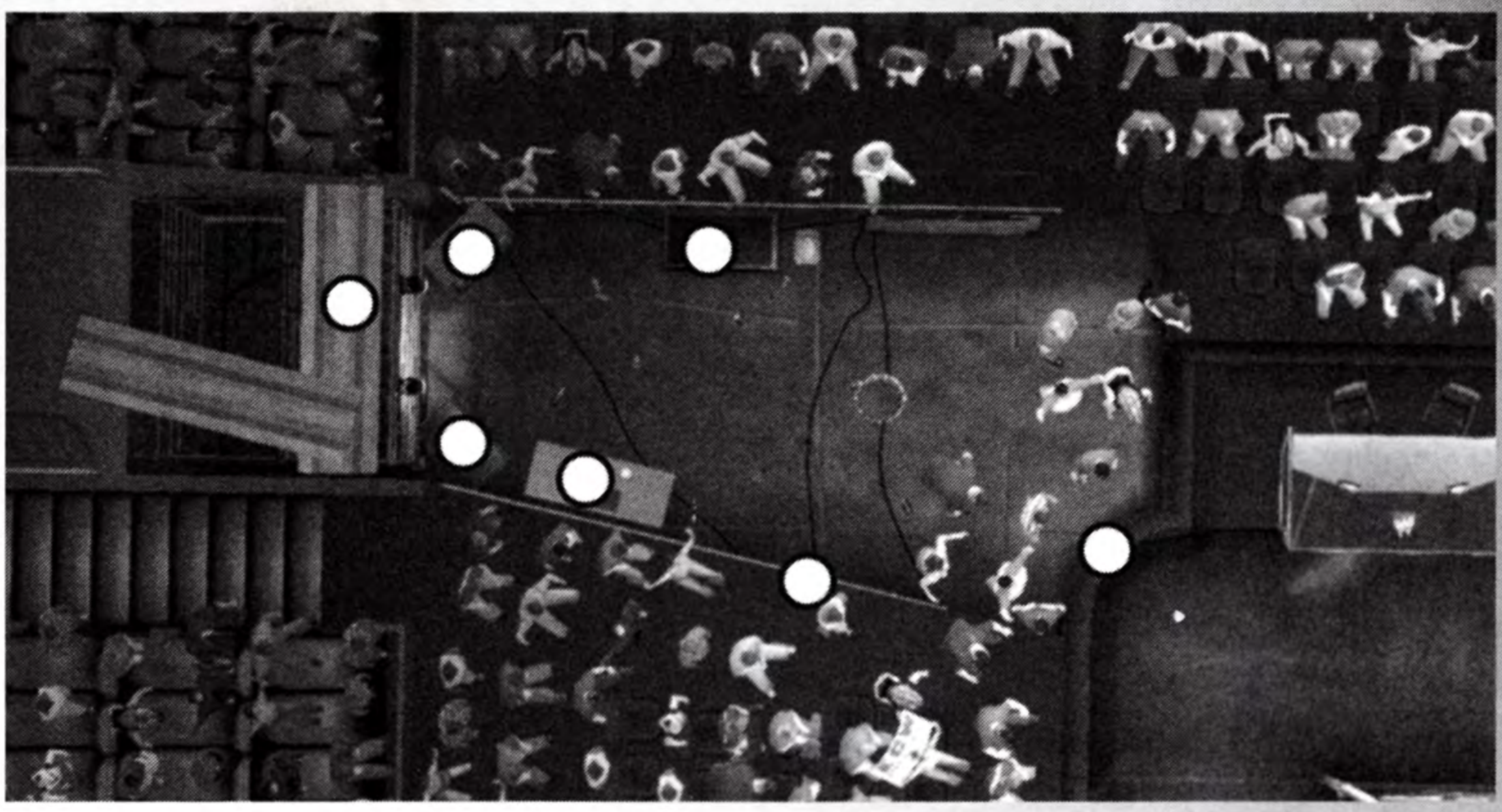
In ***WWE SmackDown vs. Raw 2008***, we're taking Ultimate Control to the next level by giving defensive opponents the ability to escape out of Ultimate Control Grapple moves. When caught in the clutches of an Ultimate Control Grapple, press the ● button to strike your opponent, stunning them in the process. Take advantage of their stunned state by rapidly moving the right analog stick back and forth to wiggle out of the Ultimate Control Grapple. The speed in which you are able to escape is dependent upon your limb damage at the time. A Superstar with minimal to no limb damage will be able to escape out of an Ultimate Control Grapple much more quickly than a Superstar suffering from a severe amount of limb damage.



ENVIRONMENTAL GRAPPLES

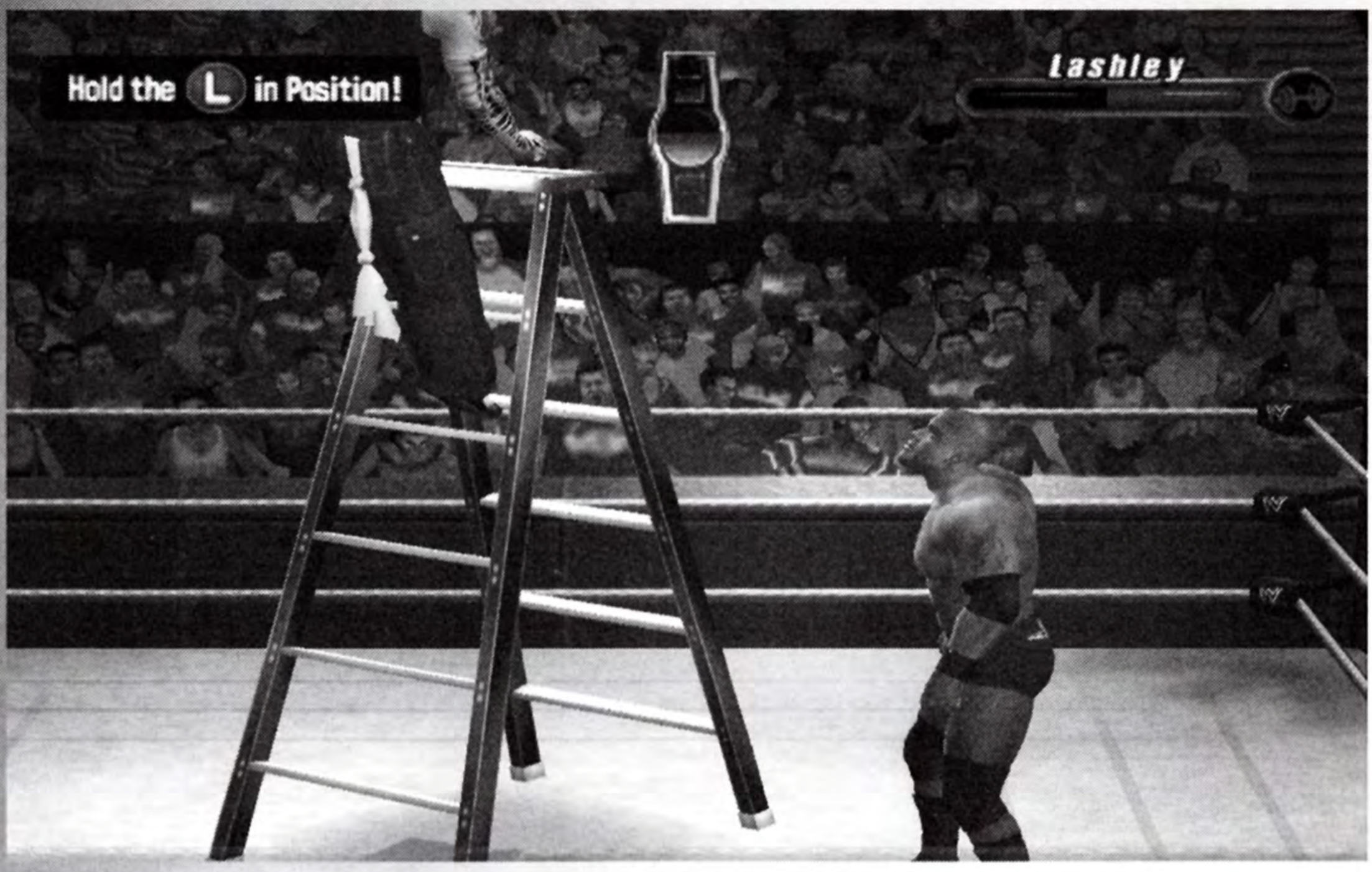
Sometimes grapples and strikes just aren't enough to put an opponent away. When standard techniques fail, it may be time to utilize the surrounding environment as a weapon against your opponent. Simply lock your opponent in a strong grapple and drag them toward any object in the environment to automatically trigger its environmental grapple situation. Move the right analog stick as instructed along the HUD to perform the appropriate grappling action. The diagram above contains some of the environmental grapple locations spread throughout the ring area. Experiment during gameplay by dragging your opponent to different locations inside and outside of the ring to locate more environmental grapple locations.

Stop Environmental Grapple	● button (during Environmental Grapple)
Perform special taunt (Showman Fighting Style Only)	Directional buttons ↑ / ↓ / ← / →



FIGHTING IN THE CROWD

When the fighting spills outside of the ring, continue the fight in the Fighting In The Crowd area. To access this new fighting area simply Irish whip your hapless opponent into the corner barricade wall near the announcer's table. When your opponent is slumped against the barricade, move the right analog stick in any direction to clothesline your opponent over the barricade wall and into the crowd area. Once inside the crowd area, fans will hand you a wide assortment of everyday items which can be used as weapons. You'll also be able to interact with the fans directly. Approach any fan holding up a sign and press the ⊗ button to take the sign from the fan and cheer along with him/her, or rip it in half and toss it to the ground if you're a dirty Superstar. The FITC area also contains environmental grapples and backstage equipment, which can be used as weapons against your opponent. The diagram above contains a few of the interactive areas available in the crowd area.



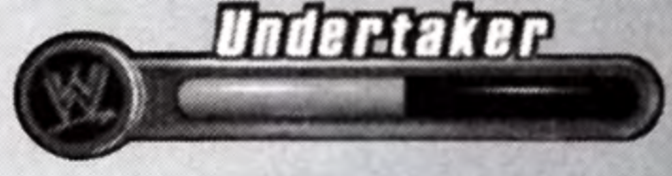
LADDER MATCH CONTROLS

The objective of the Ladder Match is to set-up a ladder in the middle of the ring, climb to the top and remove the championship belt suspended above the ring. Once you've ascended to the top of the ladder and are within reach of the belt the left and right analog sticks will appear along the HUD. Move the left analog stick ⬆ to reach with your left hand and move the right analog stick ⬆ to reach with your right hand. Once the Superstar has grabbed hold of the suspended object, hold the right analog stick and/or left analog stick in position to drain the ladder gauge and remove the item.

Pick up ladder	⊗ button
Set-up laddder (while holding ladder)	⊗ button
Drag a set-up ladder	Hold ⊗ button (while standing on the ladder's side)
Release ladder	⊗ button (while dragging ladder)
Lean ladder horizontally against an already set-up ladder	Left analog stick (towards ladder) + ⊗ button (while holding ladder)

Run up leaning ladder	L1 button + left analog stick (when a ladder is leaning against another ladder)
Push ladder over	⊗ button (when two opponents are on top of a ladder)
Drop safely to the mat	⊗ button (while hanging from item)

MOMENTUM



As you compete in the match, your Superstar gains momentum with each strike and grapple that he/she lands. Once your momentum meter is completely filled, you will be able to perform your Superstar's signature finishing move or you can choose to store your Superstar's primary fighting style icon which will enable you to perform your Superstar's primary fighting style ability. It is important to note that you can only perform your Superstar's signature finishing move with a full momentum meter and you can only perform your Superstar's primary fighting style ability while in possession of a stored fighting style icon.

STAMINA

Throughout the course of a match, Superstars will accumulate fatigue and, as a result, will slowly begin to lose their stamina. Performing strenuous in-ring activities such as grapple moves, strikes and running moves will cause each Superstar's stamina to drain. How fast the stamina drains depends on each Superstar's stamina attribute rating, which can be viewed on the Superstar Select screen. Superstars with a high stamina rating are slow to lose stamina and quick to regain it. Superstars with a low stamina attribute are quick to lose stamina and slow to regain it. Stamina regains automatically as a result of inactivity in the ring.

NOTES

LIMITED WARRANTY

WARRANTY AND SERVICE INFORMATION
In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 46115. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY
THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

TO RECEIVE WARRANTY SERVICE:
Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY
After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

WARRANTY LIMITATIONS
THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

WARNING
Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

All World Wrestling Entertainment programming, talent names, images, likenesses, slogans, wrestling moves, and logos are the exclusive property of World Wrestling Entertainment, Inc. ECW is a trademark of WWE Libraries, Inc. All other trademarks, logos and copyrights are the property of their respective owners. © 2007 World Wrestling Entertainment, Inc. All Rights Reserved.

© 2007 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by YUKE'S Co., Ltd. YUKE'S Co., Ltd. and its logo are trademarks and/or registered trademarks of YUKE'S Co., Ltd. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.

STUNTMAN® IGNITION™

MASTER DANGEROUS, HIGH-SPEED STUNTS THROUGH PRECISION DRIVING.

AMP UP THE ACTION BY IMPROVISING RECKLESS MANEUVERS.

BATTLE RIVAL STUNTMEN ON FILM SETS AND BACKLOT MULTIPLAYER ARENAS.

Available for the PLAYSTATION®3 and the PlayStation®2 computer entertainment systems.

TEEN

T™

Drug Reference
Mild Language
Suggestive Themes
Violence

ESRB CONTENT RATING www.esrb.org

10%

THQ

www.thq.com

111439

© 2007 THQ Inc. Developed by Paradigm Entertainment. THQ, Stuntman: Ignition, Paradigm Entertainment and their respective logos are trademarks and/or registered trademarks of THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. "PlayStation", "PLAYSTATION" and "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.